

# Shaun White

SNOWBOARDING



See you on the Mountain.

NINTENDO DS

UBISOFT

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NINTENDO DS™

# PRINCE OF PERSIA

THE FALLEN KING



INSTRUCTION BOOKLET



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**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

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THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.



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### CAUTION - Stylus Use

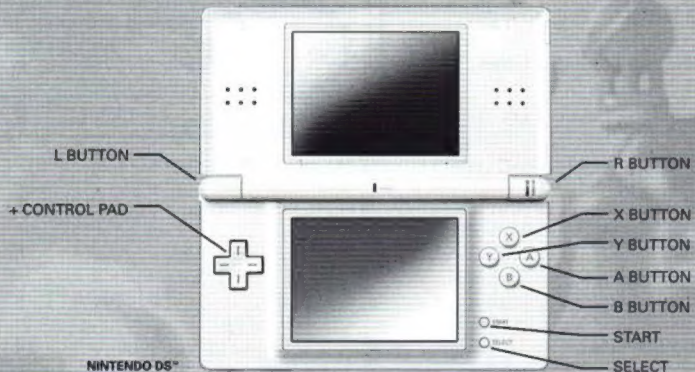
To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



## GETTING STARTED

To begin playing, insert the Prince of Persia®: The Fallen King Game Card into your Nintendo DS™ system and push the Power Button. Then, select Prince of Persia: The Fallen King from the DS Menu Screen.

## CONTROLS



The game is played entirely with the stylus. You can pause the game by pressing START during gameplay.

## TITLE MENUS

### Main Menu



**Start a new game or continue a previous one:** Select one of the three game files on the title menu. The percentage beside the file represents the in-game progress of this file.

**Send demo:** Send a demo of the game to another DS owner.

### Game Files Menu



**Start:** Select Begin to start the adventure on this game file.

If you have already saved a game, a new element appears that allows you to erase the progress on the selected file.

# SAVING AND LOADING A GAME

**Save:** The game will be saved automatically after completion of each level.

**Load:** Select one of the three available files with saved game progress and load a game from the last saved point.

## THE STORY



Ahriman, the God of Chaos, has spread his black substance, the Corruption, everywhere. Seeking answers to defeat the darkness, the Prince of Persia travels to a reputed safe haven, only to find himself in an abandoned kingdom rife with dangerous challenges and adventures awaiting him at every turn.

## CHARACTERS

### The Prince



The Prince is all alone in a world filled with Corruption. Armed with a sword that can cause damage to corrupted creatures and a glove that allows him to perform acrobatic moves, the Prince is determined to fight the Corruption to the very last. The Prince must complete this quest to save the inhabitants and all that he holds dear – otherwise, the kingdom will be destroyed!

### Zal the Magus



Zal is a dark, powerful, and mysterious character. He is partially corrupted and therefore has a mass of Corruption on the bottom half of his body.

### Unknown



Is he an ally or an enemy? All we know is that he is a powerful and corrupted creature with mysterious secrets between him and Zal.

### The Spirit



The Spirit is an enigmatic ancient spirit who helps the Prince and Zal in critical situations.



## ENEMIES

Now that the world has been corrupted, many humans and animals are also corrupted and will stop at nothing to keep the Prince from saving the kingdom.



## ITEMS

### The Power Pack



The power pack allows the Prince to recover his energy.

### The Upgrade Pack



The upgrade pack permanently increases health points by giving one additional life circle.

### The Revival Orb



The magical orb can be very useful when the Prince fights a boss.

## Gold Coins



These gold coins can be spent, and can also be very useful in gaining access to certain areas.

## Treasures



The Prince can collect many treasures during the adventure.

## Checkpoints



If the Prince loses all his health points, he will restart at the last checkpoint encountered.

## ACTIONS

### Stylus Input



Touch



Double-touch



Touch and hold



Trace a line with the stylus



Free manipulation of the stylus on the Touch Screen

## Movement



**Walk:** Touch and hold the stylus near the Prince (right or left).



**Run:** Touch and hold the stylus far from the Prince (right or left).



**Jump:** Touch the other side of a gap to perform a jump.



**Roll:** Double-touch the right or left of the Prince to perform a roll.

## Walls



**Climb:** Touch a wall to climb it.



**Jump:** While climbing the wall, touch the opposite side of the wall to jump.



**Wall running:** Touch above the Prince after jumping onto a wall to perform a wall run.

## Ledges



**Climb:** Touch the corner of the platform to make the Prince climb the ledge.



**Gripfall:** While holding the ledge, touch under the Prince to make him use his gauntlet to gripfall slowly down the wall.

## Pole

**Swing:** Touch the pole to jump toward it and the Prince will swing automatically on it.

**Jump:** Touch the other side of the platform to jump from the pole.

## Slide



**Slide:** The Prince performs a slide when he walks down slanted surfaces.



## Prince Combat



**Basic sword attack:** Touch to strike the enemy one time.



**Heavy sword attack:** Trace a line on the enemy to perform a powerful strike.



**Wall jump sword attack:** Wall jump and touch the enemy for a jump attack.



**Guard:** Touch the Prince and hold to parry his sword.

## Zal the Magus



**Move:** Zal follows the Prince automatically while he is moving.



**Basic command:** Press and hold the L Button, R Button, or any other button (except START) to use Zal's magical abilities.



**Abilities:** Zal has the power to manipulate the Corruption. In the beginning Zal has only one power (a magical shot), but he will learn many new abilities in the corrupted kingdom.

## Zal and the Corruption

There are three types of Corruption:



**The free Corruption:** Enables the Magus to manipulate light corrupted objects freely by using the stylus.



**The elastic Corruption:** This type allows Zal to use it against enemies or to move heavy corrupted objects that couldn't be manipulated with normal strength.



**The solid Corruption:** Zal can reach some places by solidifying corrupted surfaces or objects.



The Corruption can also be present in other forms: on enemies, items, obstacles, etc.



# GAME INTERFACE

## 1. Health Points

Located in the left corner, the health bar indicates how many life circles the Prince has – each circle corresponds to two points. The number of life circles can be increased while progressing in the game.

If the Prince loses all his health points, he will restart at the last checkpoint encountered.

The Prince loses all his health points immediately if:

- he falls in a gap;
- he touches a mortal object (rock, saw, etc.); or,
- he comes in contact with the Corruption.

## 2. The Corruption Gauge

When the Corruption gauge gets full, Zal might become overwhelmed by the Corruption inside him.

## 3. The Map

The map provides a general view of the level and its main elements.

## 4. Gold Coins

See the Items section on page 8.

## 5. The Prince

See the Characters section on page 6.

## Environment and the World Map

The world map shows all the levels in one zone that the Prince must pass to complete this zone of the game. The game has plenty of different environments for the Prince to explore, from hostile desert to deadly labyrinth.

In-game, the player can move the camera to explore the world map by touching the right and left arrows.



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Thanks,  
The Ubisoft Team

**Prince of Persia®: The Fallen King**

PROOF OF PURCHASE



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Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, <http://support.ubi.com>. Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

### Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: <http://support.ubi.com>.

### Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at <http://support.ubi.com>.

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

### Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778**. Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time**.

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

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(866) 824-6515

### Contact Us by Standard Mail

If all else fails you can write to us at:

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Please contact a Ubisoft Technical Support representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

### If we determine a return or replacement is necessary:

#### Within the 90-Day Warranty Period

Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

#### After the 90-Day Warranty Period

Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

### Replacement Fees

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### Warranty Address and Contact Information

Phone: (919) 460-9778

Hours: 9 am–9 pm (EST), M–F

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